

IN THE CLAIMS:

Please amend claims 6, 7, 8, 9, 1, 13, 14, 15, 18, 19, 20, 23, 24, 25, 28, 29, 30, 33, 34, 35, 36 and cancel claims 31 and 37 as follows:

1. (Original) A gaming machine comprising:  
a rotatable reel having a plurality of symbols drawn on an outer periphery thereof; and  
reel illuminating means for illuminating the reel,  
wherein the reel illuminating means has a function to illuminate the reel upon turning  
on the gaming machine.
2. (Original) A gaming machine comprising:  
a rotatable reel having a plurality of symbols drawn on an outer periphery thereof;  
and  
reel illuminating means for illuminating the reel,  
wherein the reel illuminating means has a function to illuminate the reel at all time  
when the gaming machine is ON.
3. (Original) A gaming machine comprising:  
a rotatable reel having a plurality of symbols drawn on an outer periphery thereof; and  
reel illuminating means for illuminating the reel,  
wherein the reel illuminating means has a function not necessarily to illuminate the  
reel when an effect image is shown, but to illuminate the reel when the effect image is not  
shown.
4. (Original) The gaming machine according to claim 1, further comprising:  
a display device for displaying an image, the display device being disposed in front of  
the reel; and  
display control means for controlling the display device to display the image relating  
to a game,  
wherein the display control means has a function to display the image of relatively  
high transparency on the display device.

5. (Original) A gaming machine comprising:
  - a display device for displaying an image;
  - display control means for controlling the display device to display the image relating to a game;
  - an image display unit having the display control means; and
  - power source feeding means for feeding power to the display device and the image display unit independently from each other.
6. (Currently amended) The gaming machine according to claim 1 5, further comprising:
  - an image state keeping board having image state keeping means for receiving a signal of the image fed from the display control means to display the image on the display device, and for controlling the display device to be kept into a predetermined state when the signal of the image is abnormal.
7. (Currently amended) The gaming machine according to claim 1 5, further comprising:
  - a rotatable reel having a plurality of symbols drawn on an outer periphery thereof, wherein the display device is disposed in the front of the reel.
8. (Currently amended) The gaming machine according to claim 1 5, further comprising:
  - power source relay means for relaying power fed from the power source feeding means so as to branch and supply the power to the image display unit and the display device.
9. (Currently amended) The gaming machine according to claim 1 5, wherein the image display unit is built in an upper portion of the gaming machine.
10. (Original) A display device for a gaming machine comprising:
  - a display device for displaying an image;

display control means for controlling the display device to display an image relating to a game;

an image display unit having the display control means; and

power source feeding means for feeding power to the display device and the image display unit independently from each other.

11. (Original) A gaming machine comprising:

a display device for displaying an image;

display control means for controlling the display device to display an image relating to a game;

an image display unit having the display control means;

an image state keeping unit having image state keeping means for receiving a signal of the image fed from the display control means to display the image on the display device, and for controlling the display device in a predetermined state when the signal of the image is abnormal; and

power source feeding means for feeding power to the image state keeping unit and the image display unit independently from each other.

12. (Currently amended) The gaming machine according to claim + 11,

wherein the image state keeping unit comprises the image state keeping means and image enlarging conversion means for converting the received signal of the image signal into an enlarged image signal.

13. (Currently amended) The gaming machine according to claim + 11,

wherein the image state keeping unit is built in an upper portion of the gaming machine.

14. (Currently amended) The gaming machine according to claim + 11, further

comprising a rotatable reel having a plurality of symbols drawn on an outer periphery thereof, wherein the display device is disposed in front of the reel.

15. (Currently amended) The gaming machine according to claim + 11, further comprising

power source relay means for relaying power fed from the power source feeding means to branch and supply the power to the image state keeping unit and the image display unit.

16. (Original) A display device for a gaming machine comprising:

a display device for displaying an image;

display control means for controlling the display device to display the image relating to a game;

an image display unit having the display control means;

an image state keeping unit having image state keeping means for receiving a signal of the image fed from the display control means to display the image on the display device, and for controlling the display device in a predetermined state when the signal of the image is abnormal; and

power source feeding means for feeding power to the image state keeping unit and the image display unit independently from each other.

17. (Original) A gaming machine comprising:

a display device for displaying an image;

display control means for controlling the display device to display the image relating to a game;

an image display unit having the display control means; and

an image state keeping unit having image state keeping means for receiving a signal of the image from the display control means to display the image on the display device, and for controlling the display device in a predetermined state when the signal of the image is abnormal.

18. (Currently amended) The gaming machine according to claim + 17,  
wherein the image state keeping unit has the image state keeping means and image enlarging conversion means for converting the signal of the image received from the display control means into an enlarged image signal.
19. (Currently amended) The gaming machine according to claim + 17, further comprising: a rotatable reel having a plurality of symbols drawn on an outer periphery thereof,  
wherein the display device has transparent image display means and is disposed in front of the reel for displaying the image of relatively high transparency.
20. (Currently amended) The gaming machine according to claim + 17,  
wherein the image state keeping unit is built in an upper portion of the gaming machine.
21. (Original) A display device for a gaming machine comprising:  
a display device for displaying an image;  
display control means for controlling the display device to display an image relating to a game;  
an image display unit having the display control means; and  
an image state keeping unit having image state keeping means for receiving a signal of the image fed from the display control means to display the image on the image display device, and for controlling the display device in a predetermined state when the signal of the image is abnormal.
22. (Original) A gaming machine comprising:  
a rotatable reel having a plurality of symbols drawn on an outer periphery thereof;  
a display device disposed in front of the reel for displaying an image;  
display control means for controlling the display device to display an image relating to a game;  
an image displaying board having the display control means;

an image signal control board including image signal control means for receiving a signal of the image from the display control means to display the image on the display device, and for detecting abnormality of the signal of the image; and

transparent image display means for displaying the image of relatively high transparency on the display device when the image signal control means detects abnormality of the signal of the image.

23. (Currently amended) The gaming machine according to claim + 22,  
wherein the image signal control board includes the image signal control means and the transparent image display means and image enlarging conversion means for converting the received signal of the image into an enlarged image signal.

24. (Currently amended) The gaming machine according to claim + 22,  
wherein the display control means has a function to display a colored image on the display device so that the colored image is blocked from a view of a player.

25. (Currently amended) The gaming machine according to claim + 22,  
wherein the image signal control board is built in an upper portion of the gaming machine.

26. (Original) A display device for a gaming machine comprising:  
a rotatable reel having a plurality of symbols drawn on an outer periphery thereof;  
a display device disposed in front of the reel for displaying an image;  
display control means for controlling the display device to display the image relating to a game;  
an image displaying board having the display control means;  
an image signal control board including image signal control means for receiving a signal of the image from the display control means to display the image on the display device, and for detecting abnormality of the signal of the image; and

transparent image display means for displaying the image of a relatively high transparency on the display device when the image signal control means detects abnormality of the signal of the image.

27. (Original) A gaming machine comprising:  
a display device for displaying an image;  
display control means for controlling the display device to display the image relating to a game;  
an image display unit having the display control means; and  
an image state keeping unit having image state keeping means for receiving a signal of the image fed from the display control means to display the image on the display device, and for controlling the display device in a predetermined state when the signal of the image is abnormal.

28. (Currently amended) The gaming machine according to claim + 27, wherein the image state keeping unit includes the image state keeping means and image enlarging conversion means for converting the signal of the image received from the display control means into an enlarged image signal.

29. (Currently amended) The gaming machine according to claim + 27, further comprising:  
a rotatable reel having a plurality of symbols drawn on an outer periphery thereof, wherein the display device has transparent image display means for displaying the image of relatively high transparency and is disposed in front of the reel.

30. (Currently amended) The gaming machine according to any one of claim + 27 to 30,  
wherein the image state keeping unit is built in an upper portion of the gaming machine.

31. (Cancelled)
32. (Original) A gaming machine comprising:  
a display device for displaying an image;  
display control means for controlling the display device to display the image relating to a game;  
an image display unit having said display control means; and  
power source feeding means for feeding power to the display device and the image display unit independently from each other.
33. (Currently amended) The gaming machine according to claim + 32, further comprising:  
an image state keeping board having image state keeping means for receiving an signal of the image fed from the display control means to display the image on the display device, and for controlling the display device into a predetermined state when the signal of the image is abnormal.
34. (Currently amended) The gaming machine according to claim + 32, further comprising:  
a rotatable reel having a plurality of symbols drawn on an outer periphery thereof, wherein the display device is disposed in front of the reel.
35. (Currently amended) The gaming machine according to claim + 32, further comprising:  
power source relay means for relaying power fed from the power source feeding means to branch and supply the power to the image device display and the image display unit.
36. (Currently amended) The gaming machine according to claim + 32, wherein the image display unit is built in an upper portion of the gaming machine.
37. (Cancelled)